

MULTIPLICATION SCRAMBLE

LEVEL: Grade 6 - 9

SKILLS: Multiplication facts to 144, probability

PLAYERS: 1 to 2

EQUIPMENT: Two twelve-sided (1-12) dice or cards Ace - King (Ace = 1, Jack = 11, Queen = 12, King = 0), gameboard (see reproducibles)

GETTING STARTED: The goal of this game is to fill in every line on the scramble grid. Each player rolls two dice and multiplies the numbers. Players write down their product in the appropriate space on their gameboard (e.g. $4 \times 9 = 36$, so 36 would go in the space for 30 - 39). If a player rolls a product and that space has already been filled in, that player now misses their turn (i.e. no space is filled in for that roll). Play continues until one player successfully fills in all of the spaces on their gameboard.

EXAMPLE:

	Player One	Player Two
0 - 9		
10 - 19		$6 \times 2 = 12$
20 - 29	① $7 \times 4 = 28$	$5 \times 5 = 25$
30 - 39	$4 \times 8 = 32$	② $5 \times 6 = 30$
40 - 49	③ $9 \times 5 = 45$	
50 - 59		
60 - 69		⑥ $10 \times 5 = 50$
70 - 79	$9 \times 8 = 72$	
80 - 89	$11 \times 8 = 88$	
90 - 99		
100 - 109	⑤ $10 \times 10 = 100$	
110 - 119		
120 - 129		
130 - 139		
140 - 149		

Player One ① rolls or turns over $7 \times 4 = 28$
 Player Two ② rolls or turns over $5 \times 6 = 30$
 Player One ③ rolls or turns over $9 \times 5 = 45$
 Player Two ④ rolls or turns over $5 \times 6 = 30$ does not fill in anything
 Player One ⑤ rolls or turns over $10 \times 10 = 100$
 Player Two ⑥ rolls or turns over $10 \times 5 = 50$
 To decrease the level of difficulty, use cards from Ace - 9 (Ace = 1) and use grid only up to 80 - 89.

VARIATION I:

VARIATION II:

Add rounding to the skill level of the game by using the following gameboard:

0	
10	
20	
30	
40	
50	
60	
70	
80	
90	$8 \times 11 = 88$
100	
110	
120	
130	
140	

Players roll two twelve-sided (1-12) dice, multiply them and round their product off to the nearest ten. The player now records this in the appropriate space. The first player to fill in their gameboard wins.

EXAMPLE:

$8 \times 11 = 88$, rounds to 90

THOUGHT PROVOKERS:

Have students figure out the average number of rolls to fill in all spaces on the scramble grid.